**1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**

* The categories with the most frequent count of “successful” campaigns were film & video (300 successful campaigns), music (540 successful campaigns), and theater (839 successful campaigns).
* The sub-category “plays” had the greatest number of total campaigns (1066 total campaigns) - with 694 successful campaigns.
* ~53% of total campaigns were successfully funded; 37% failed; 8% were cancelled; and 1% went live.

2. **What are some limitations of this dataset?**

* It is limited to the sample of 4000 campaigns – and may not be representative of all kickstarter campaigns.
* It does not show or explain whether any projects were disqualified or left out of the data set
* There may be duplications or repostings of campaigns

3. **What are some other possible tables and/or graphs that we could create?**

* Comparing backer count to type of campaign (category or sub-category)
* Comparing staff pick to type of campaign
* Comparing word count in blurb to campaign state
* Comparing word count in title to campaign state